

In the research project I am working on with Professor Dianna Xu, we focus on media arts and creative computing. Creative computation is a highly interdisciplinary area combining theory and methodology from Computer Science and Engineering with aesthetic principles and creative practices from the arts.(1) It uses the techniques taught in CS110 as a base and creates more complicated figures.

The goal of this project is to create an electronic gallery in the Park Science Building to showcase programs representative of the generative art approach. I wrote my own programs to add to the gallery in addition to a selection of programs from past student submissions and public-domain contributions from media artists and professionals (openprocessing.org). In order to accomplish this project, I also explored ways to present those data in a gallery format through the TV screen. Furthermore, using Linux, I discovered methods to automatically cycle through those programs so that the display will change periodically.

(1):<http://www.smu.edu/Meadows/AreasOfStudy/CreativeComputation/UndergraduateStudies/CreativeCompBA>